BattleZoo Ancestries

Meleagris

William Fischer and Mark Seifter

5E

Pathfinder Compatible

Roll for Combat

Meleagris Heritage/Subrace

While most g'mayun look like parrots or other tropical birds, meleagris g'mayuns have snoods, caruncles, wattles and beards like a turkey, as well as a fan of tail feathers. Most meleagris g'mayuns in the Indigo Isles settled on Bluebell Island long ago in sporadic groups. Two hundred years ago, the local meleagris g'mayuns used their powers to provide sustenance and succor to the orpok who first arrived on their ships to found Seaview, and so the people of Seaview associate them with their festival of Landfall Day and tend to give local meleagris g'mayuns respect and key roles to play in the festival.

Meleagris

PATHFINDER COMPATIBLE

Like a turkey, you have a snood, caruncle, wattle and beard, as well as a fan of tail feathers. Whether your connection to the Great Song is different than other g'mayun or you are blessed by Chira, the goddess of spring, either way, you can conjure up a sour red berry sauce that can improve the taste of food and heal. You gain the Bring Out The Sauce! action.

BRING OUT THE SAUCE! ❖

CONCENTRATE DIVINE HEALING NECROMANCY POSITIVE

Frequency once per day

You create a serving of berry sauce out of positive energy, enough to flavor a single Medium creature's meal. If a living creature that can derive sustenance from fruit consumes it as an Interact action within the next hour, they regain 1d8 Hit Points, plus an additional 1d8 Hit Points for every 2 of your levels beyond 1st.

Ancestry Feats

The following g'mayun ancestry feats are available to meleagris g'mayun characters.

GO COLD TURKEY ❖❖ FEAT 5

DIVINE G'MAYUN NECROMANCY

Prerequisites meleagris g'mayun heritage

Frequency once per hour

Using your magic, you help an ally tough out an affliction, which clears the affliction from their system but might be more dangerous than a more gradual treatment. Choose to target yourself or a touched ally, then choose one ongoing affliction from which the target is suffering. The target immediately attempts saving throws against the affliction with a +1 status bonus, until either the affliction is cleared or they have attempted five saving throws, whichever comes first. They take all the usual effects of any failed saving throws, so this could prove harmful to the target or even kill them if they fail often enough to result in death.

HARVEST BANQUET FEAT 9

UNCOMMON G'MAYUN

Prerequisites meleagris g'mayun heritage

Whether your ancestors learned to summon entities to create a fabulous feast from the local orpok or vice versa, you've refined your abilities to the point you can call forth a veritable smorgasbord without ritual assistance. You learn the heroes' feast ritual (*Advanced Player's Guide*), and you can cast this ritual without any secondary casters by increasing the Primary Check DC by 2.

TURKEY TROT FEAT 13

G'MAYUN

Prerequisites meleagris g'mayun heritage

Like migratory meleagris g'mayuns long ago, you lead groups of allies through various regions, always hustling to make good time on your expeditions. You gain the Caravan Leader and Pick Up the Pace general feats, even if you don't meet the prerequisites.

Meleagris Subrace

Like a turkey, you have a snood, caruncle, wattle and beard, as well as a fan of tail feathers. Whether your connection to the Great Song is different than other g'mayun or you are blessed by Chira, the goddess of spring, you can conjure up a sour red berry sauce that can improve the taste of food and heal.

Ability Score Increase. One ability score of your choice (other than Charisma) increases by 1.

Bring Out the Sauce! As an action, you can create a serving of berry sauce out of magical energy, enough for a flavor a single Medium creature's meal. A creature can use its action to consume the sauce. Provided that creature can derive sustenance from fruit, it regains 2d4 hit points. The number of hit points your sauce restores increases by 2d4 at 5th (4d4), 9th (6d4), 13th (8d4), and 17th (10d4) level. Once you have used this ability, you must finish a long rest before you can do so again.

What's a G'mayun?

Meleagris g'mayuns are a new heritage for the Pathfinder 2nd Edition g'mayun ancestry and subrace for the 5E g'mayun race. G'mayuns are humanoids with avian characteristics, resembling bipedal parrots or other tropical birds. For more information on g'mayuns and many other new ancestries and races, check out the *World of Battlezoo: Indigo Isles* at battlezoo.com!

Meleagris G'Mayun Feats

The following feats are available to meleagris g'mayun characters.

Go Cold Turkey

Prerequisite: *4th level, meleagris subrace*

Using your magic, you can help an ally tough out an affliction, which clears the affliction from their system but might be more dangerous than a more gradual treatment. As an action, choose yourself or one willing creature you touch. If the target is blinded, deafened, paralyzed, poisoned, or affected by a disease, it must immediately make a saving throw against the initial DC of the effect (or DC 20 if there was no initial DC). On a successful save, the disease or condition ends. On a failure, the target takes 1d6 psychic damage. Until the disease or condition ends or the target has attempted five saving throws, it must repeat the saving throw at the end of each of its turns.

Once you have used this ability, you must finish a long rest before you can do so again.

Harvest Banquet

Prerequisite: *8th level, meleagris subrace*

Whether your ancestors learned to summon fabulous feasts from the local orpok or vice versa, you've refined your abilities to the point you can call forth a veritable smorgasbord. You can use an action to magically create a mouthwatering feast, enough to sustain up to twelve Medium humanoids for 24 hours. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. A creature that partakes in the feast gains 2d10 temporary hit points and has advantage on saving throws against poison and disease for the next 24 hours.

Once you have used this ability, you must finish a long rest before you can do so again.

Turkey Trot

Prerequisite: *12th level, meleagris subrace*

Like migratory meleagris g'mayuns long ago, you lead groups of allies through various regions, always hustling to make good time on your expeditions. You can use an action to target yourself and up to ten willing creatures you touch, magically enhancing each creature's speed and endurance. For the next 24 hours, each target's speed increases by 10 feet. In addition, the first time each target would gain a level of exhaustion before the effect ends, they don't gain that exhaustion.

Once you have used this ability, you must finish a long rest before you can do so again.

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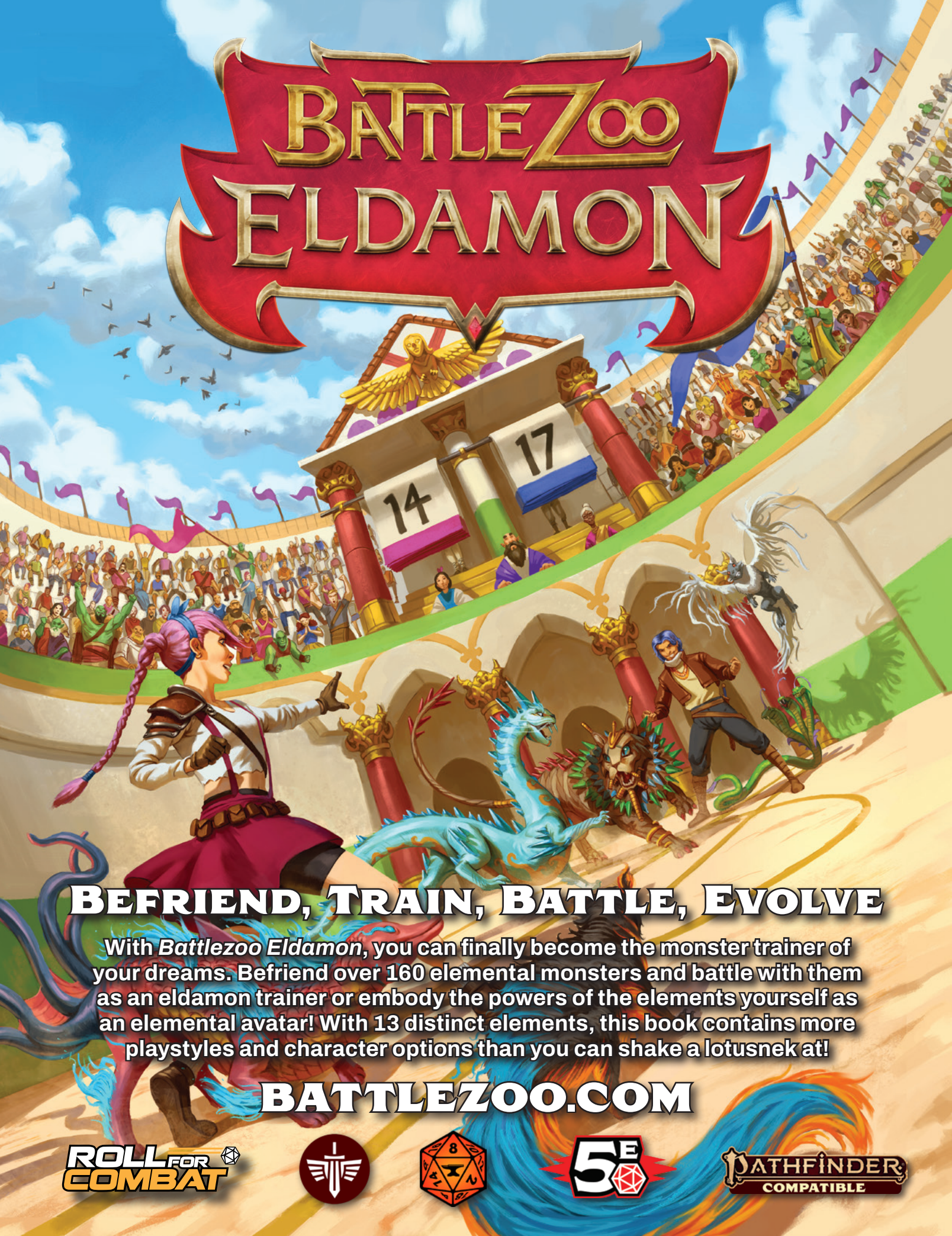
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